

Fig. 1

Base Structure	Data Definition of the Base Structure
TYPEDEF struct MyStruct1 { BYTE A; BYTE B; BYTE C; BYTE D; } ADDRESS; 301	TYPEDEF struct StructDefn1 { DWORD typename=ADDRESSTYPE; DWORD[] subtypes={BYTETYPE, BYTETYPE, BYTETYPE, BYTETYPE}; } ADDRESS_DFN;
TYPEDEF struct MyStruct2 { ADDRESS A; ADDRESS B; WORD ByteCount; WORD PacketCount; } TUPLE; 303	TYPEDEF struct StructDefn2 { DWORD typename=TUPLETTYPE; DWORD[] subtypes={ADDRESSTYPE, ADDRESSTYPE, WORDTYPE, WORDTYPE}; } TUPLE_DFN;
TYPEDEF struct MyStruct3 { DWORD StringLength; char* String; } XDRString; 305	TYPEDEF struct StructDefn3 { DWORD typename=XDRStringTYPE; DWORD[] subtypes={DWORDTYPE, CHARPTRTYPE}; } XDRString_DFN;
TYPEDEF struct MyStruct4 { XDRString Name; XDRString HomePhone; XDRString WorkPhone; } ContactInfo; 307	TYPEDEF struct StructDefn4 { DWORD typename=ContactInfoTYPE; DWORD[] subtypes={XDRStringTYPE, XDRStringTYPE, XDRStringTYPE}; } ContactInfo_DFN;
TYPEDEF struct MyStruct5 { void* Next; void* Data; } ListElement; 309	TYPEDEF struct StructDefn5 { DWORD typename=ListElementTYPE; DWORD[] subtypes={VOIDPTRTYPE, VOIDPTRTYPE}; } ContactInfo_DFN;

Fig. 2

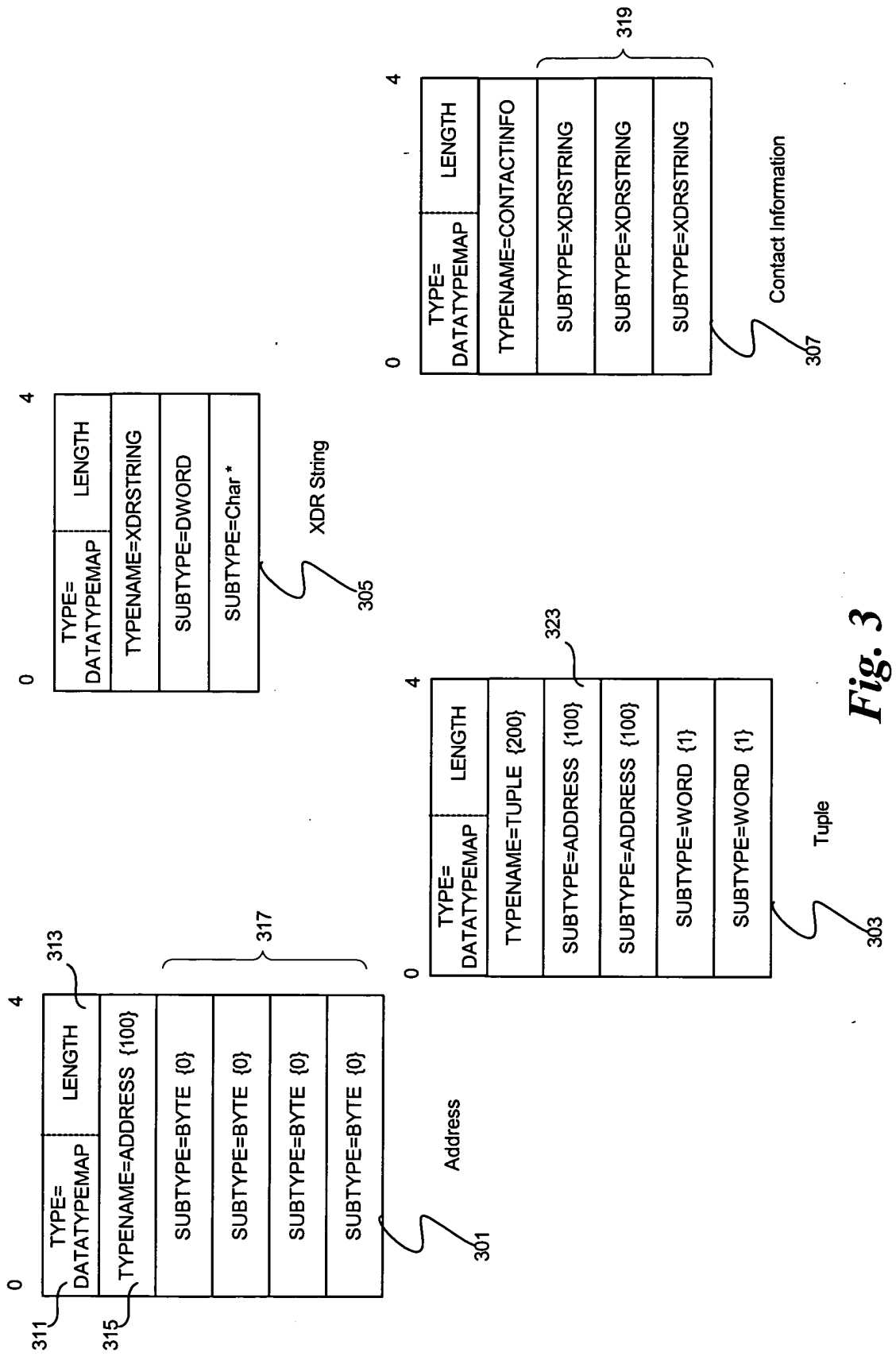


Fig. 3

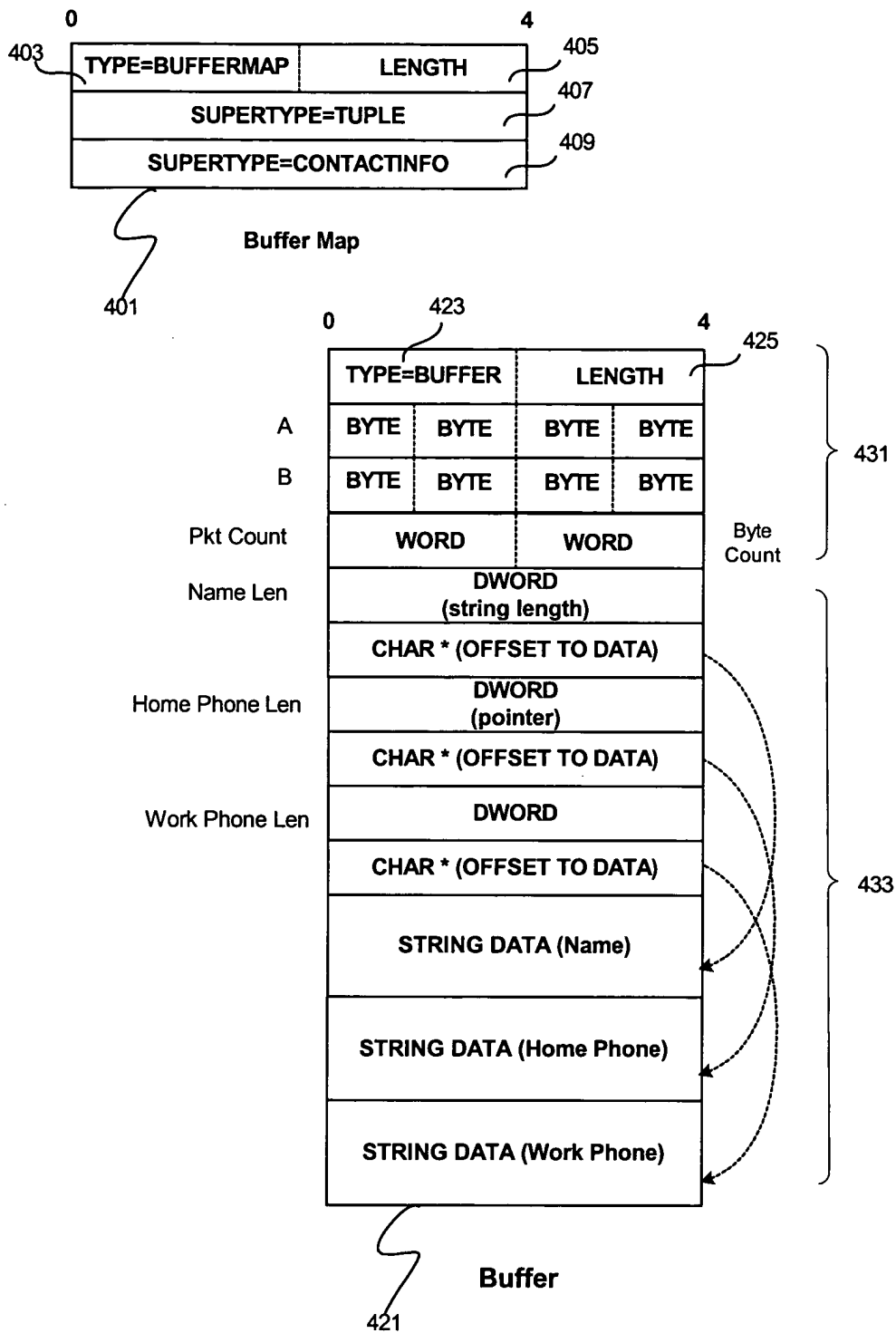


Fig. 4

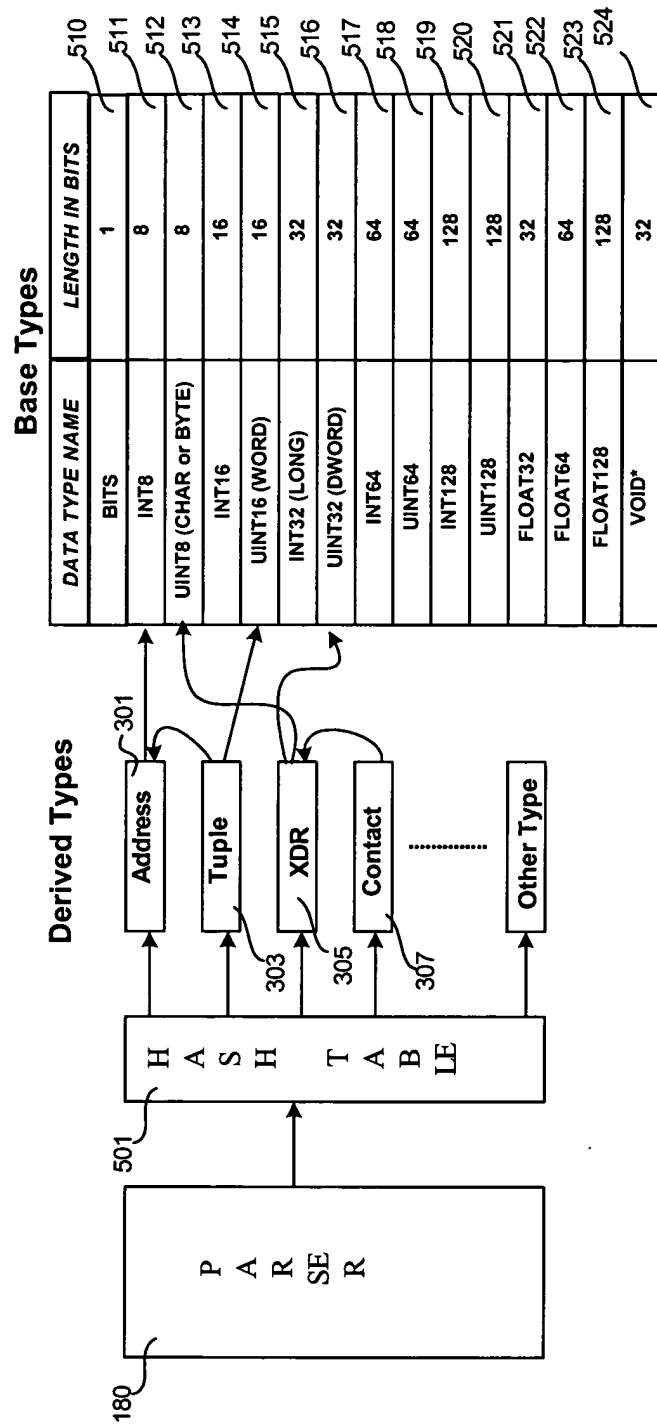


Fig. 5

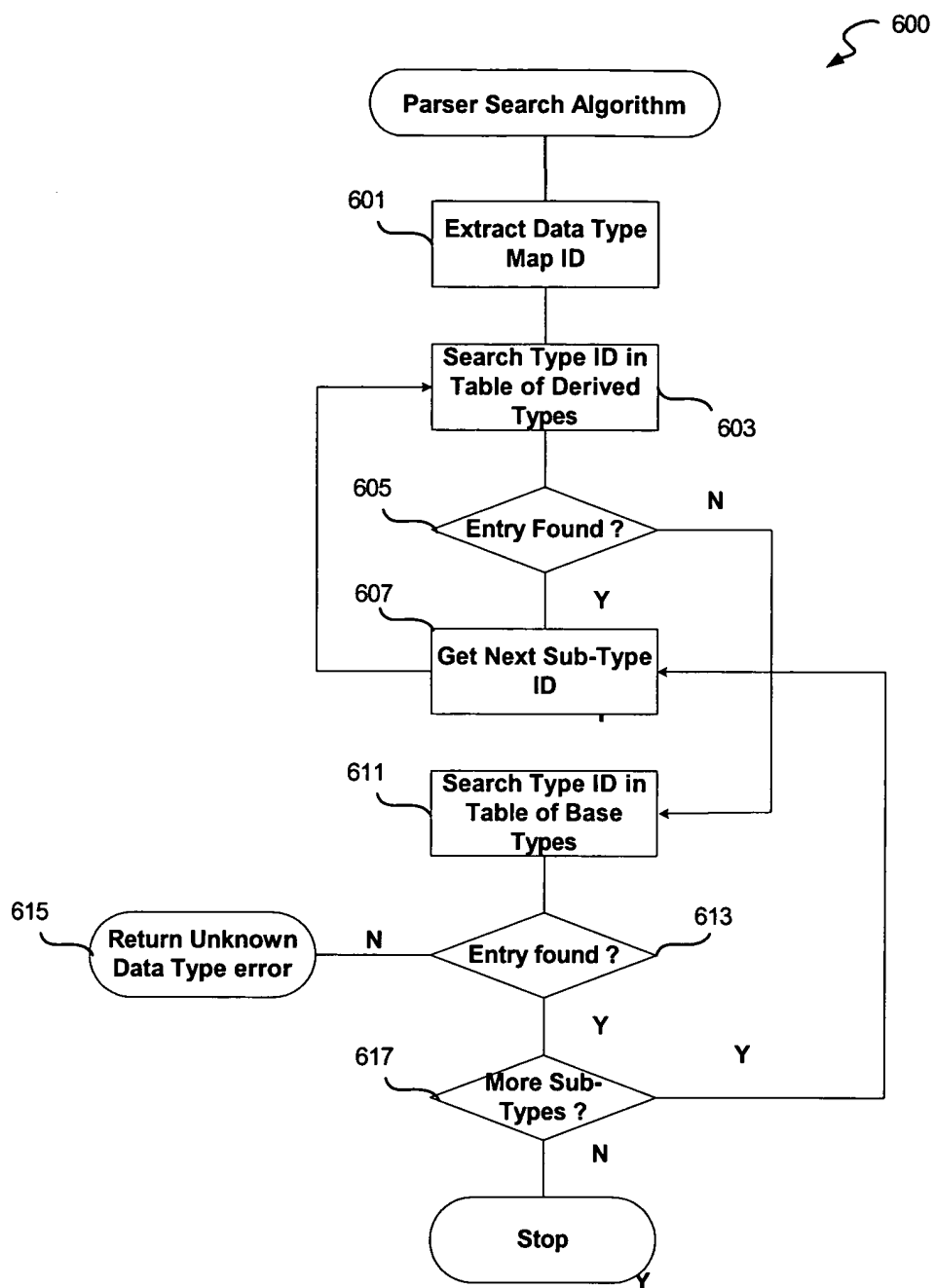


Fig. 6

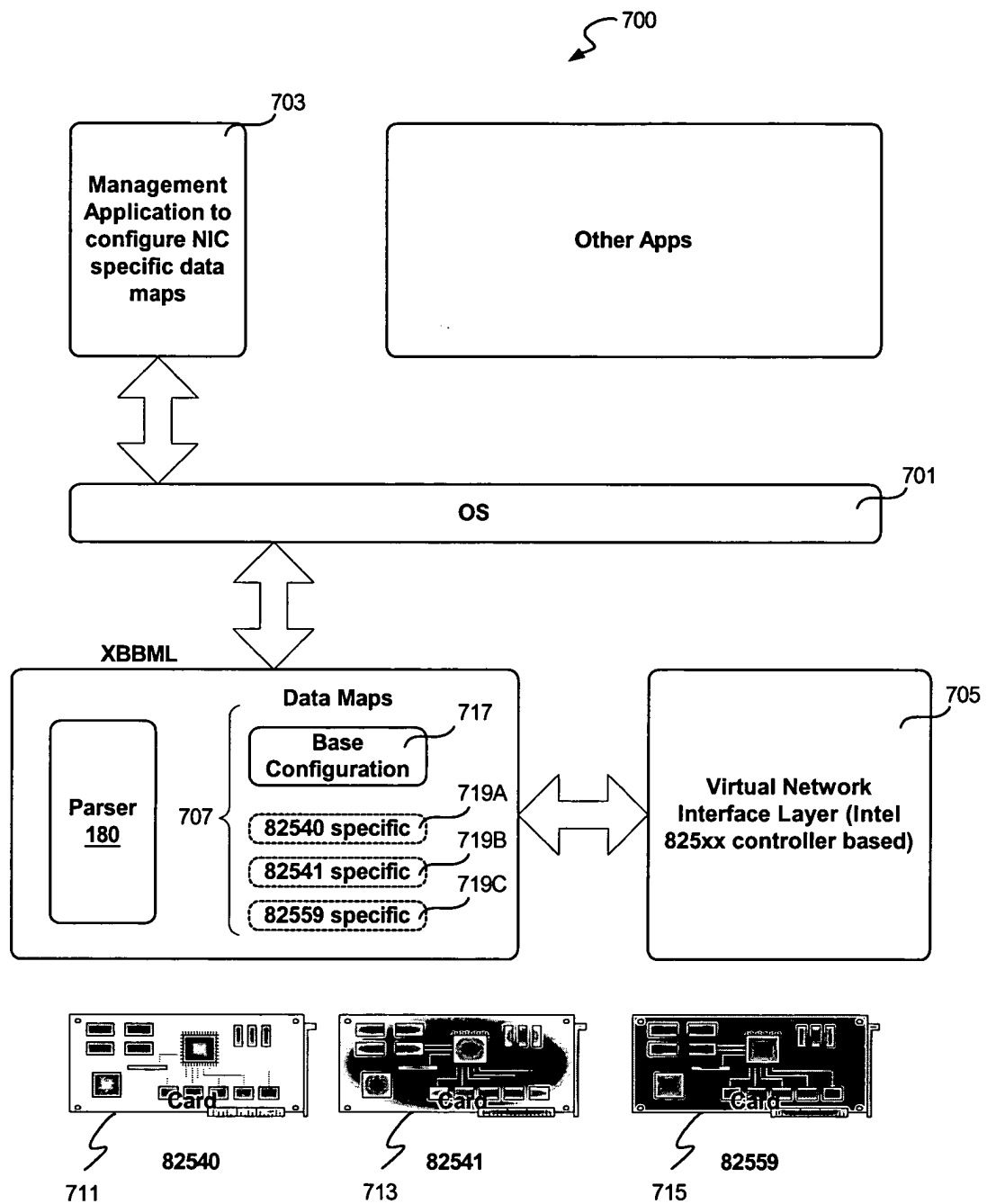


Fig. 7